

Figure 1

09488337.012000

PROVIDING AN EVENT STORED IN MEMORY ON A PLURALITY OF CLIENT APPARATUSES,
WHEREIN THE CLIENT APPARATUSES ARE ADAPTED TO BE CONNECTED TO A HOST
COMPUTER VIA A NETWORK

200

TRANSMITTING INFORMATION FROM THE HOST COMPUTER TO THE CLIENT
APPARATUSES UTILIZING THE NETWORK FOR ALLOWING THE SIMULTANEOUS PLAYBACK
OF THE EVENT ON EACH OF THE CLIENT APPARATUSES

202

Figure 2

000210" 4EE83460

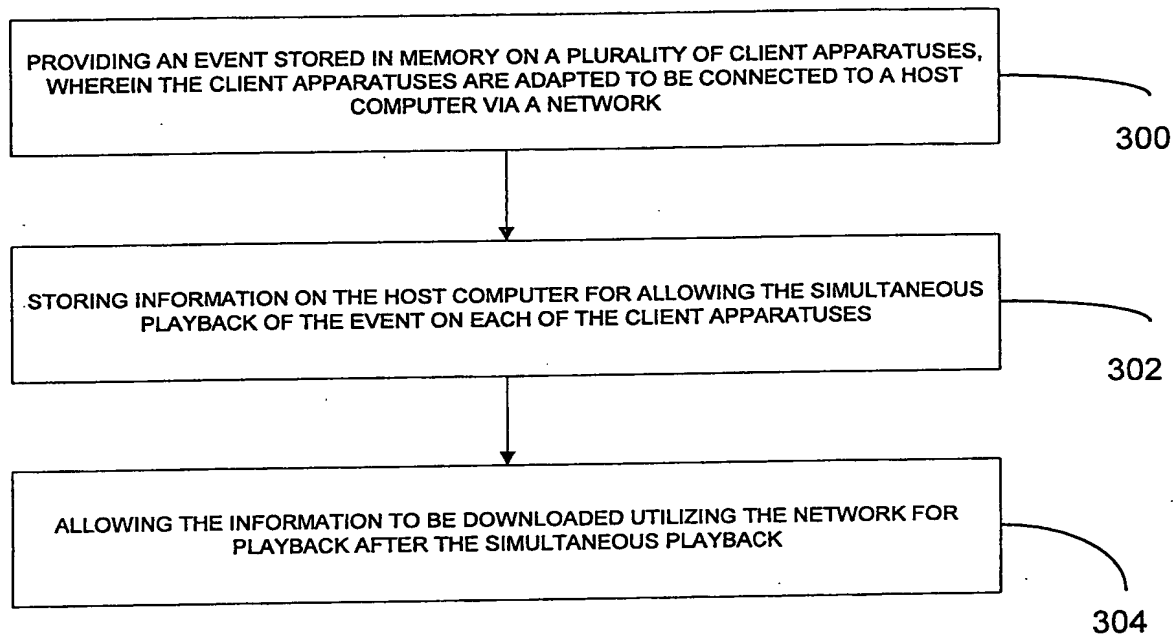


Figure 3

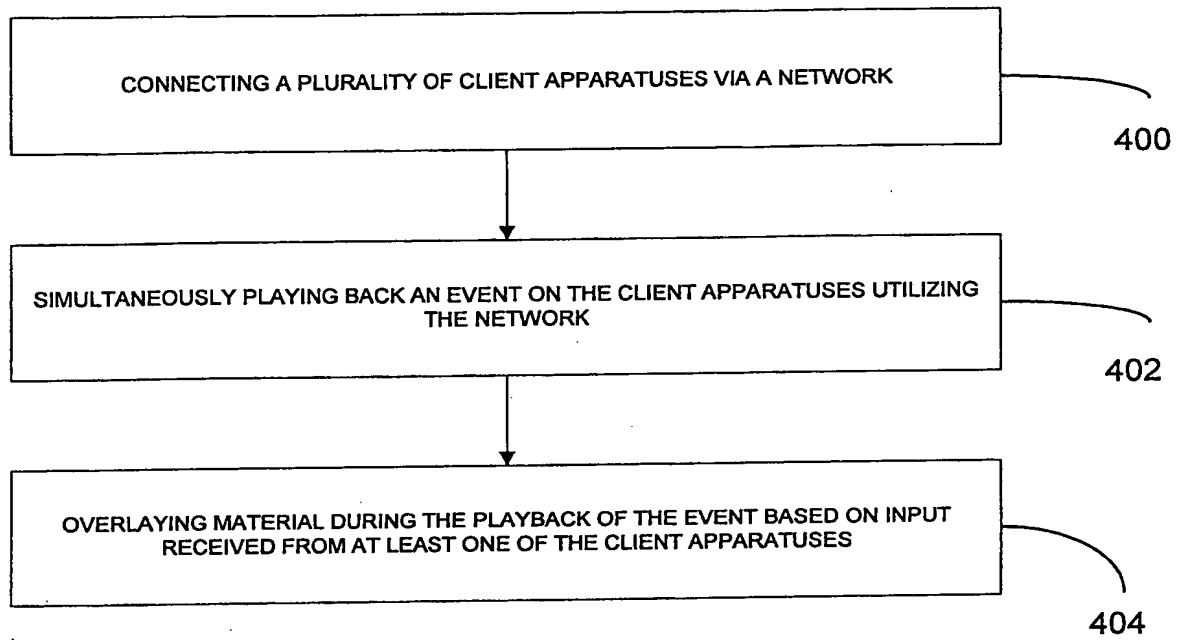


Figure 4

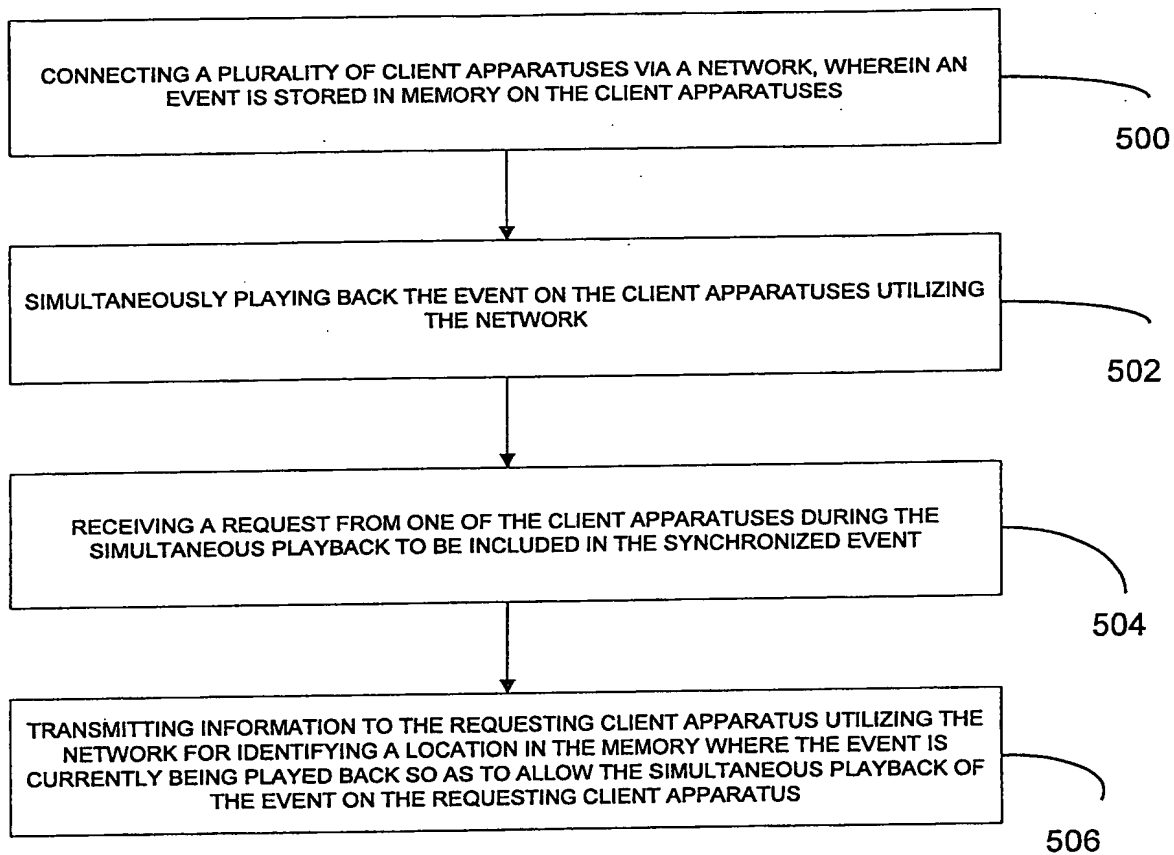


Figure 5

000270" 2228460

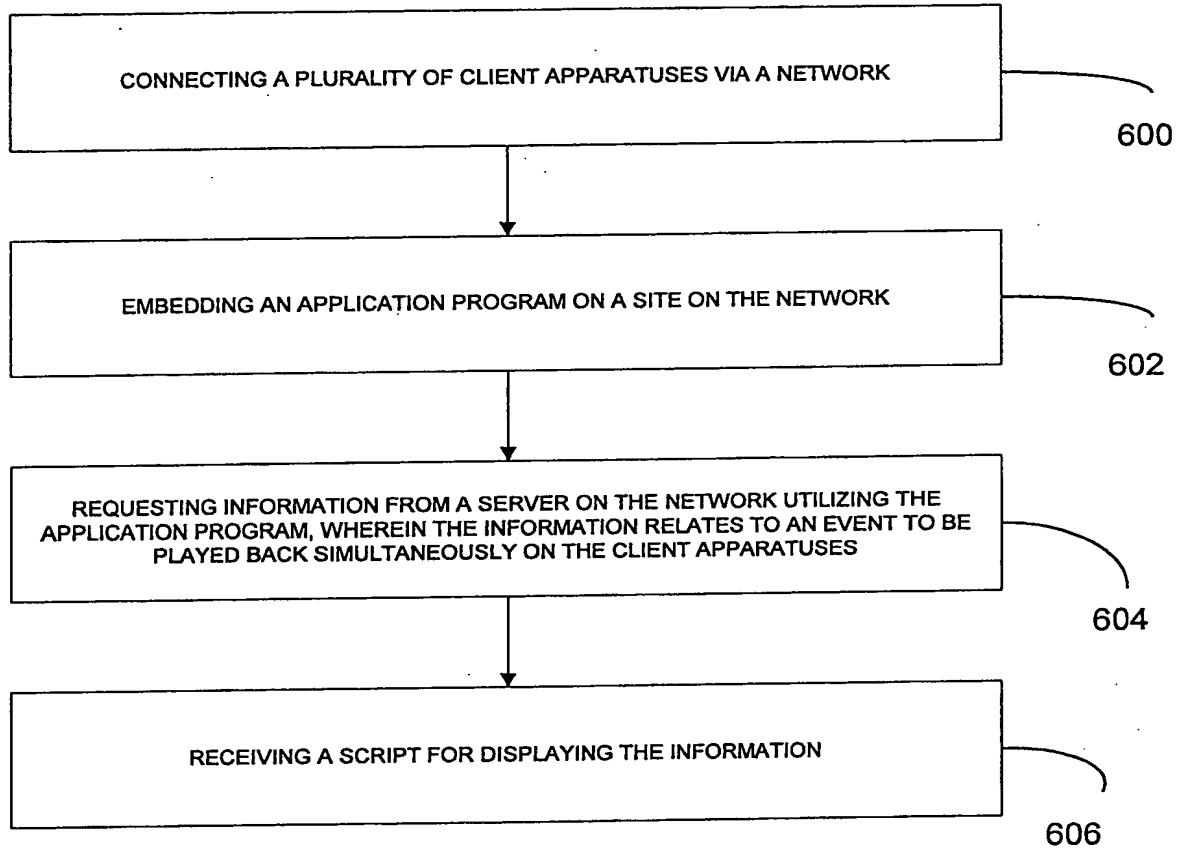


Figure 6

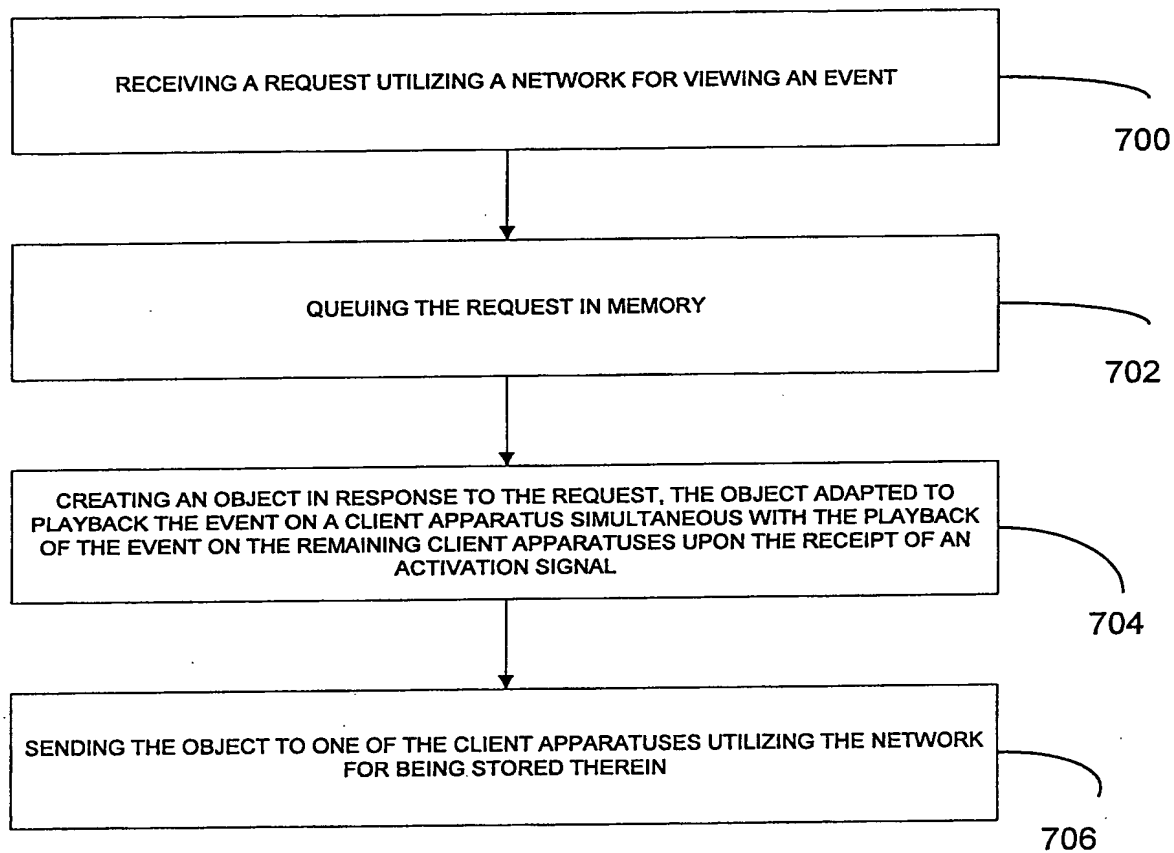


Figure 7

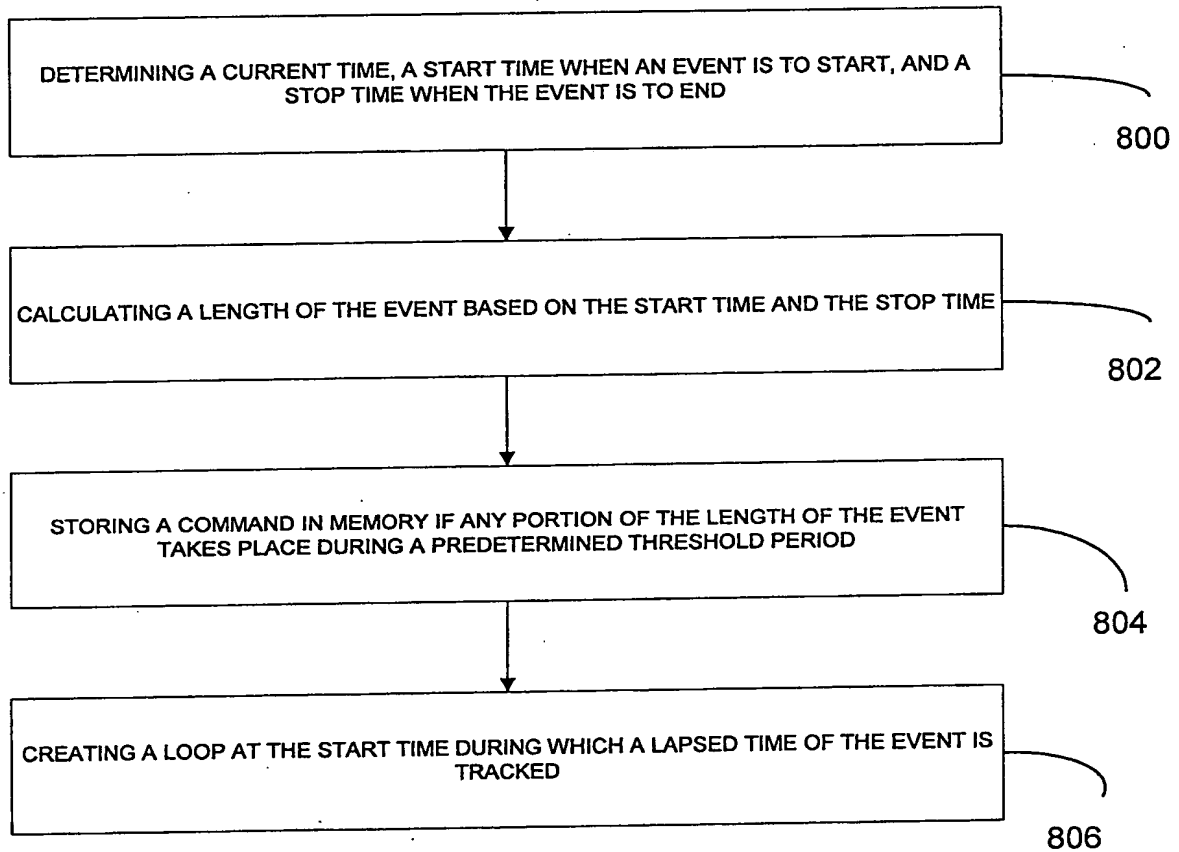


Figure 8

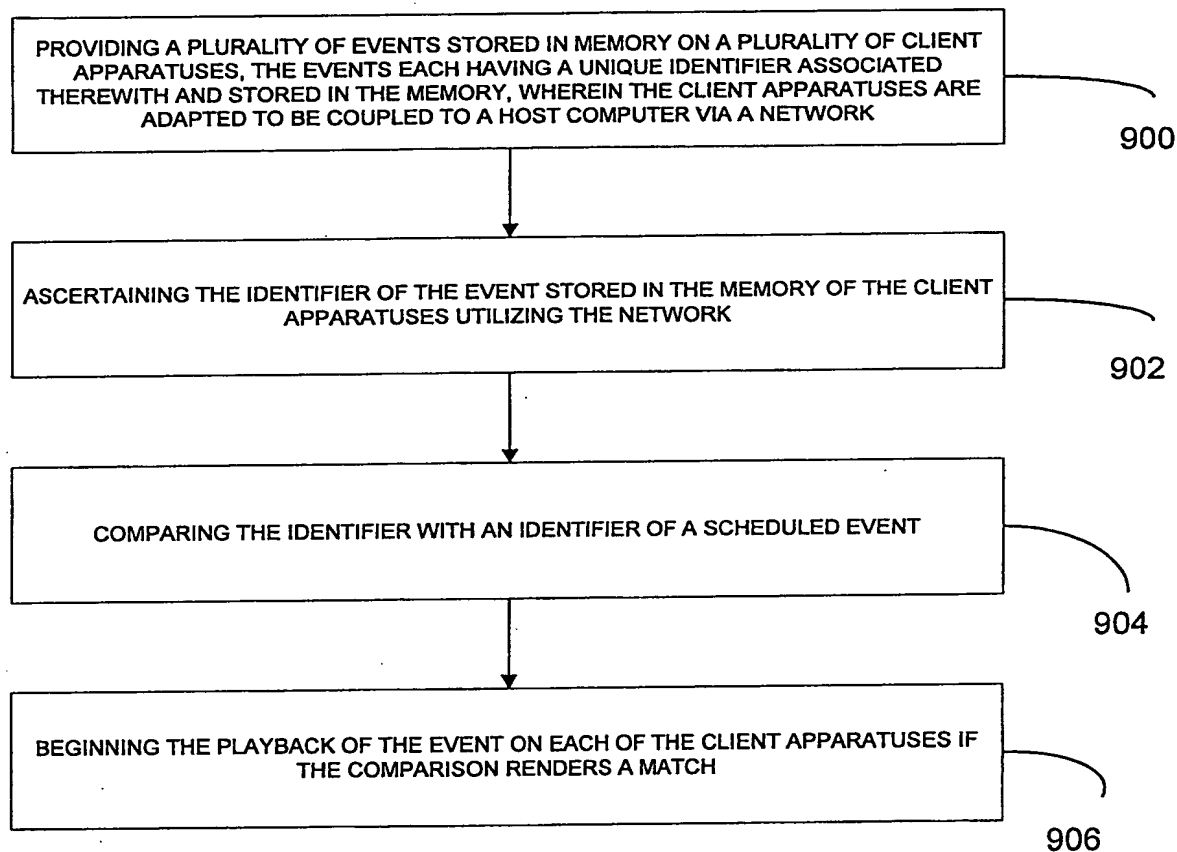


Figure 9

```

graph TD
    1000[IDENTIFYING A TYPE OF THE PLAYBACK DEVICE OF EACH OF THE CLIENT APPARATUSES] --> 1002[LOOKING UP A COMMAND ASSOCIATED WITH THE IDENTIFIED TYPE OF THE PLAYBACK DEVICE]
    1002 --> 1004[SENDING THE COMMAND TO THE CORRESPONDING CLIENT APPARATUS FOR BEGINNING THE PLAYBACK OF THE EVENT SIMULTANEOUSLY WITH THE PLAYBACK OF THE EVENT ON EACH OF THE REMAINING CLIENT APPARATUSES]

```

Figure 10

000270" 2288460

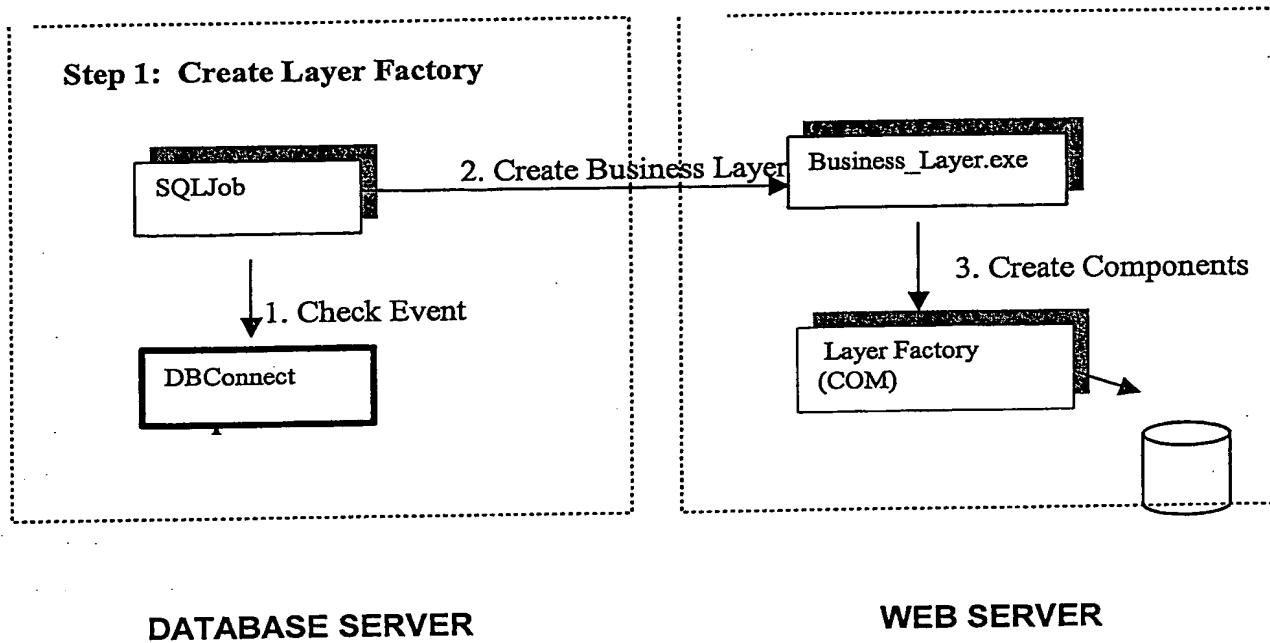


Figure 11

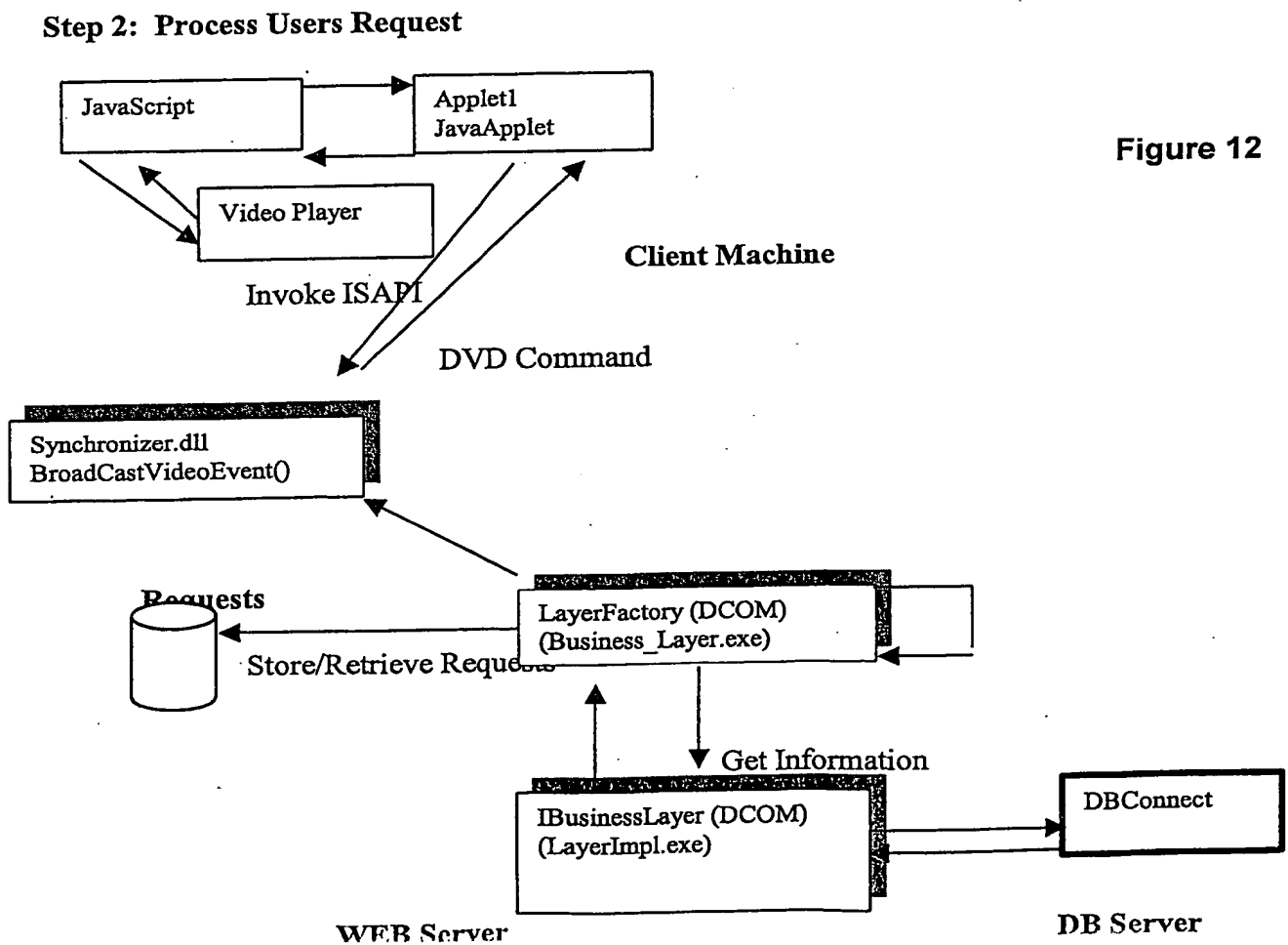


Figure 12

Synchronizer Component

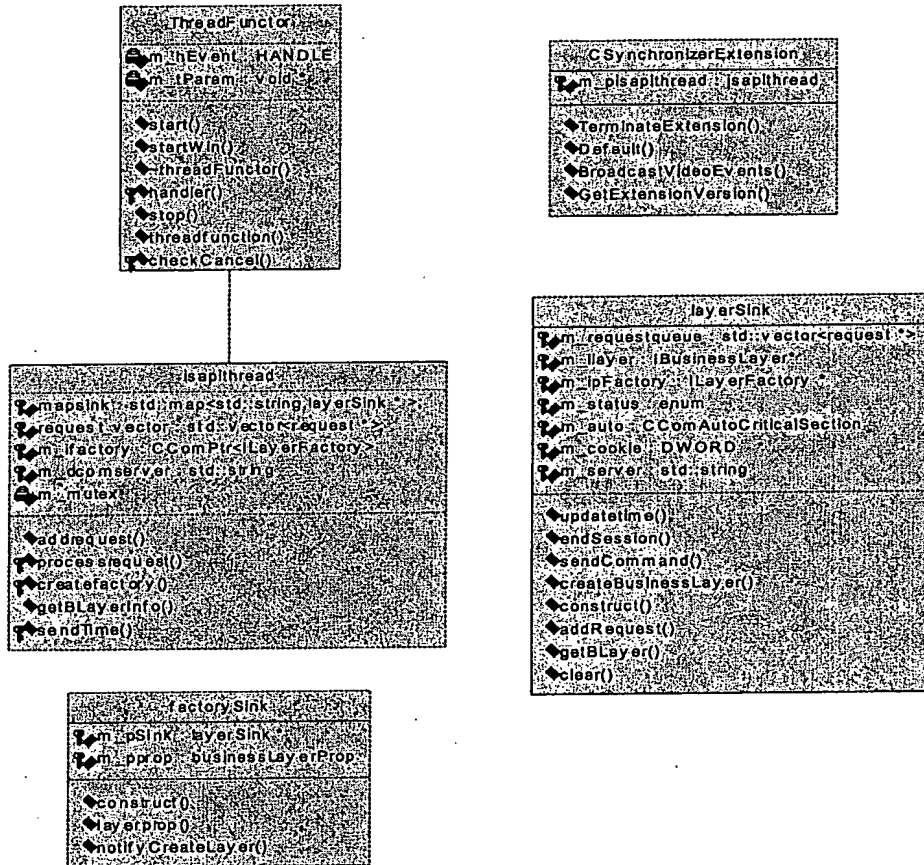


Figure 13

Layerimpl Component

1400

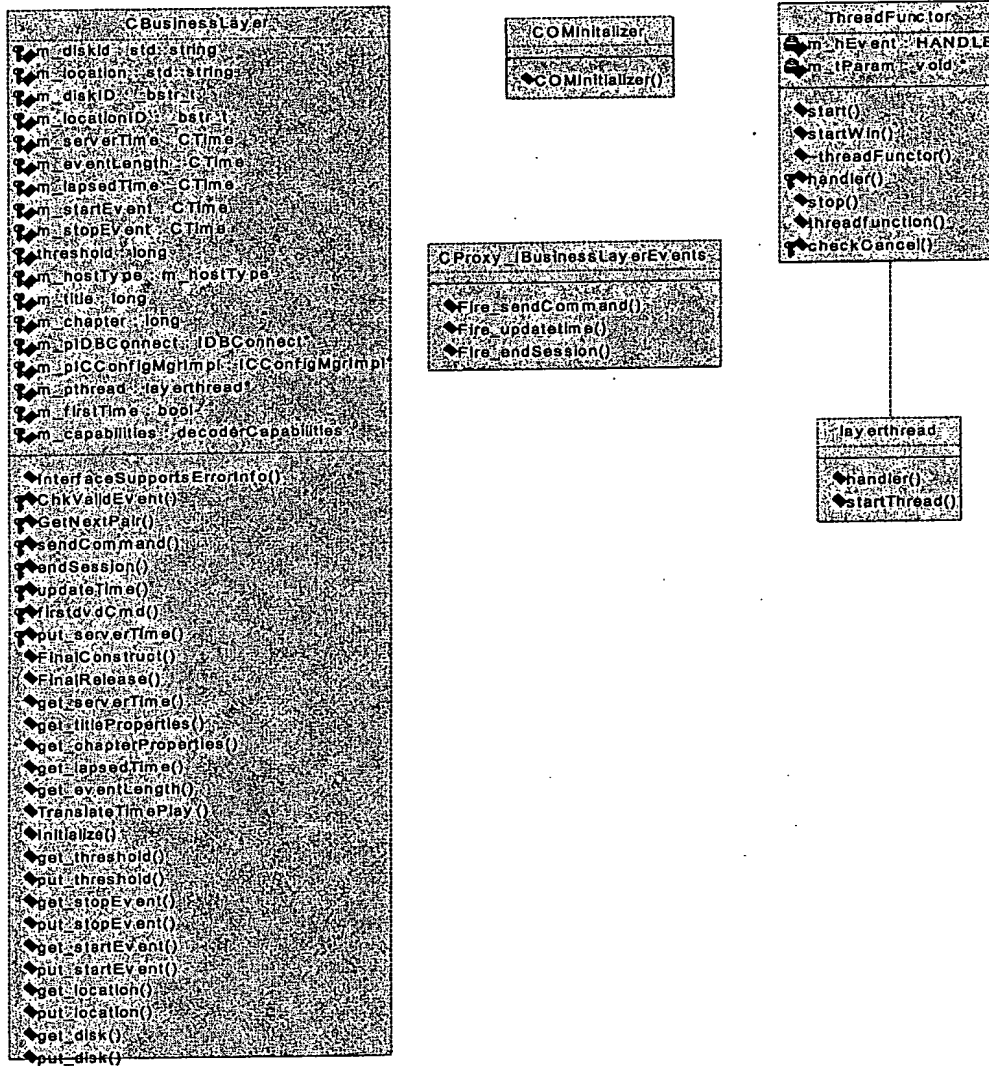


Figure 14

000270" /EE88460

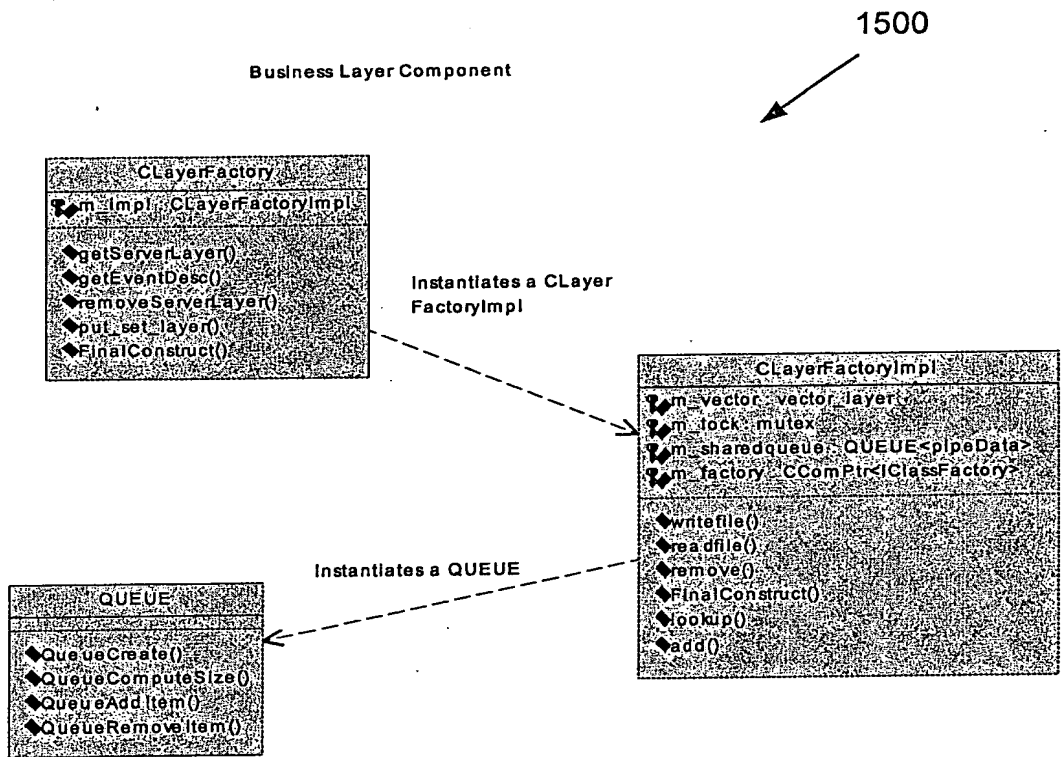


Figure 15

000270" 4E88460

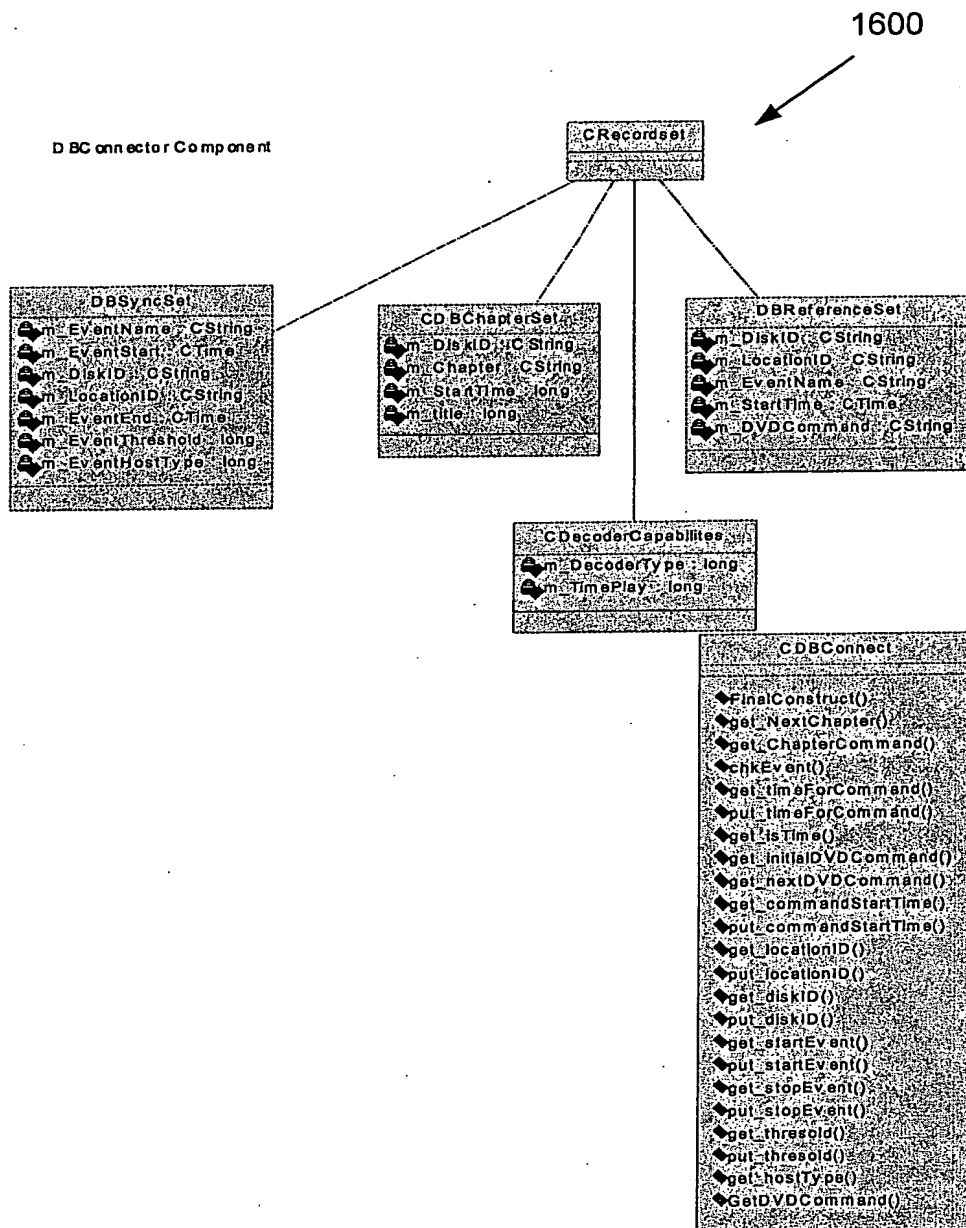
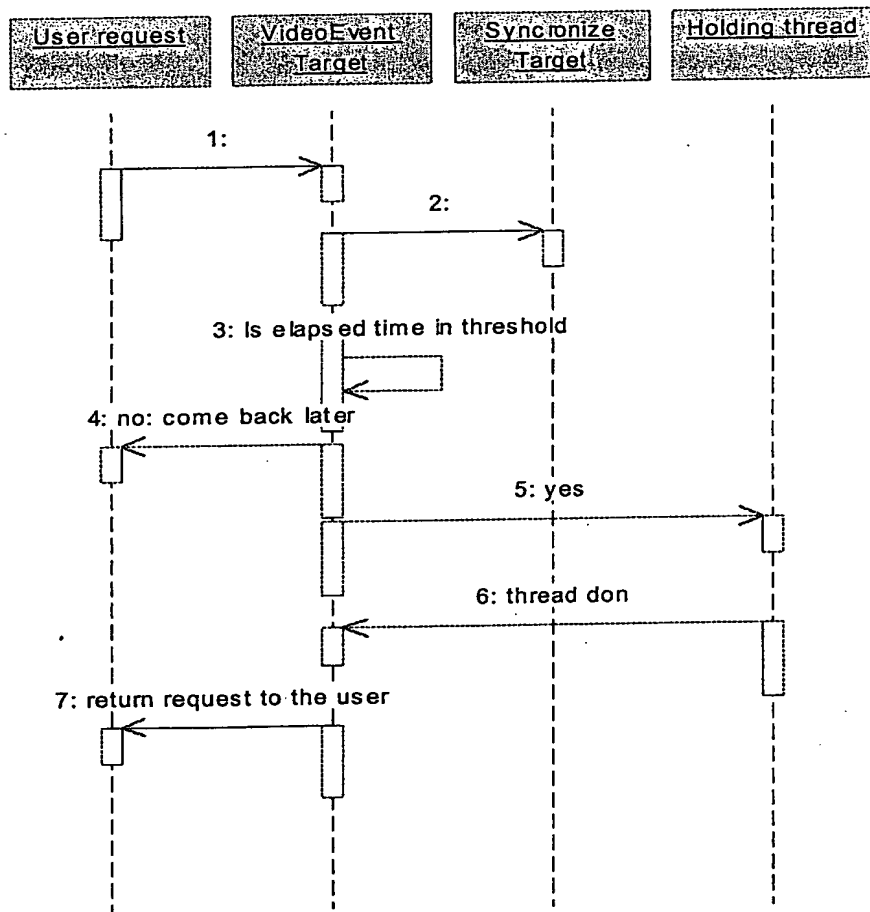


Figure 16



1700

Figure 17

000210" 4EE88460

1800

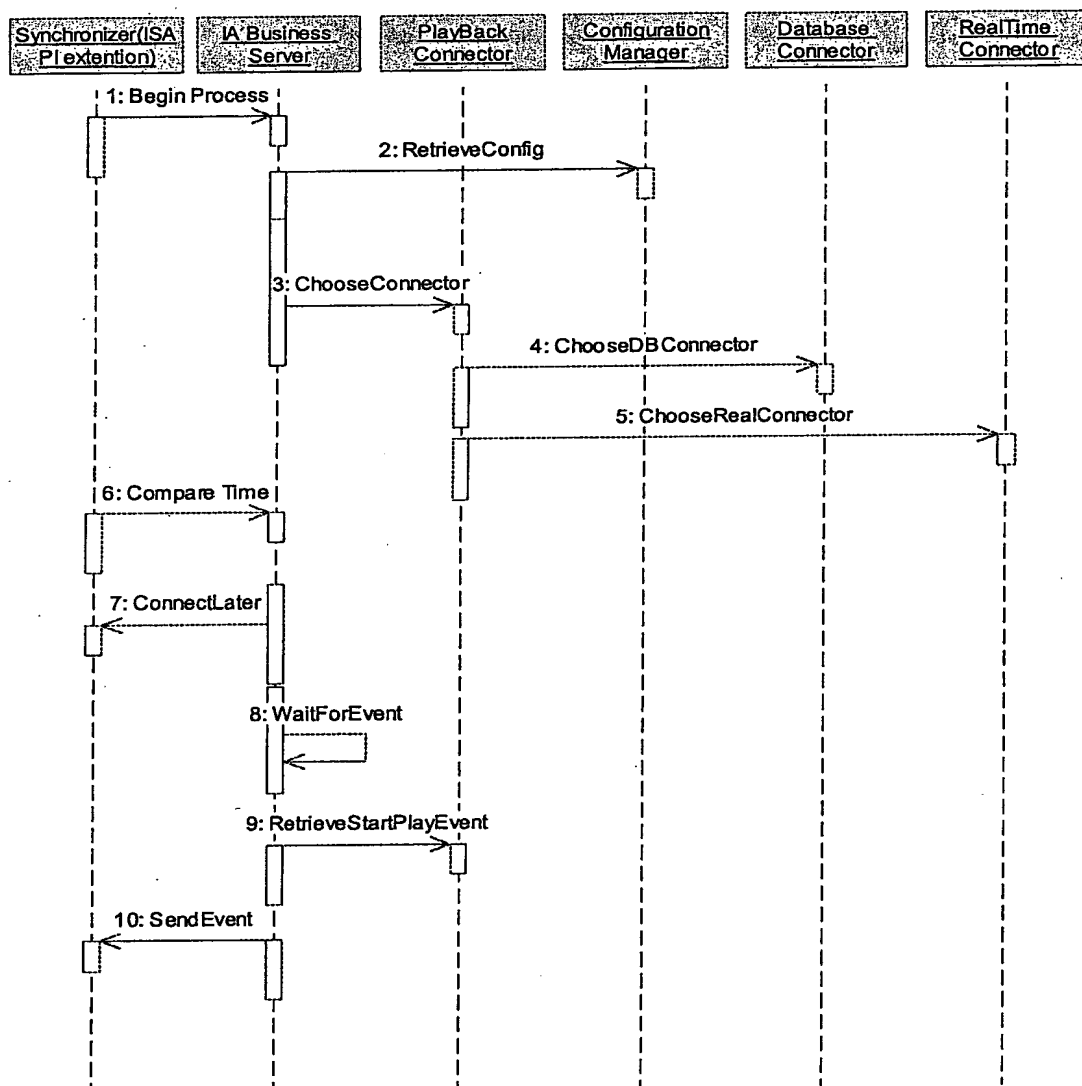


Figure 18

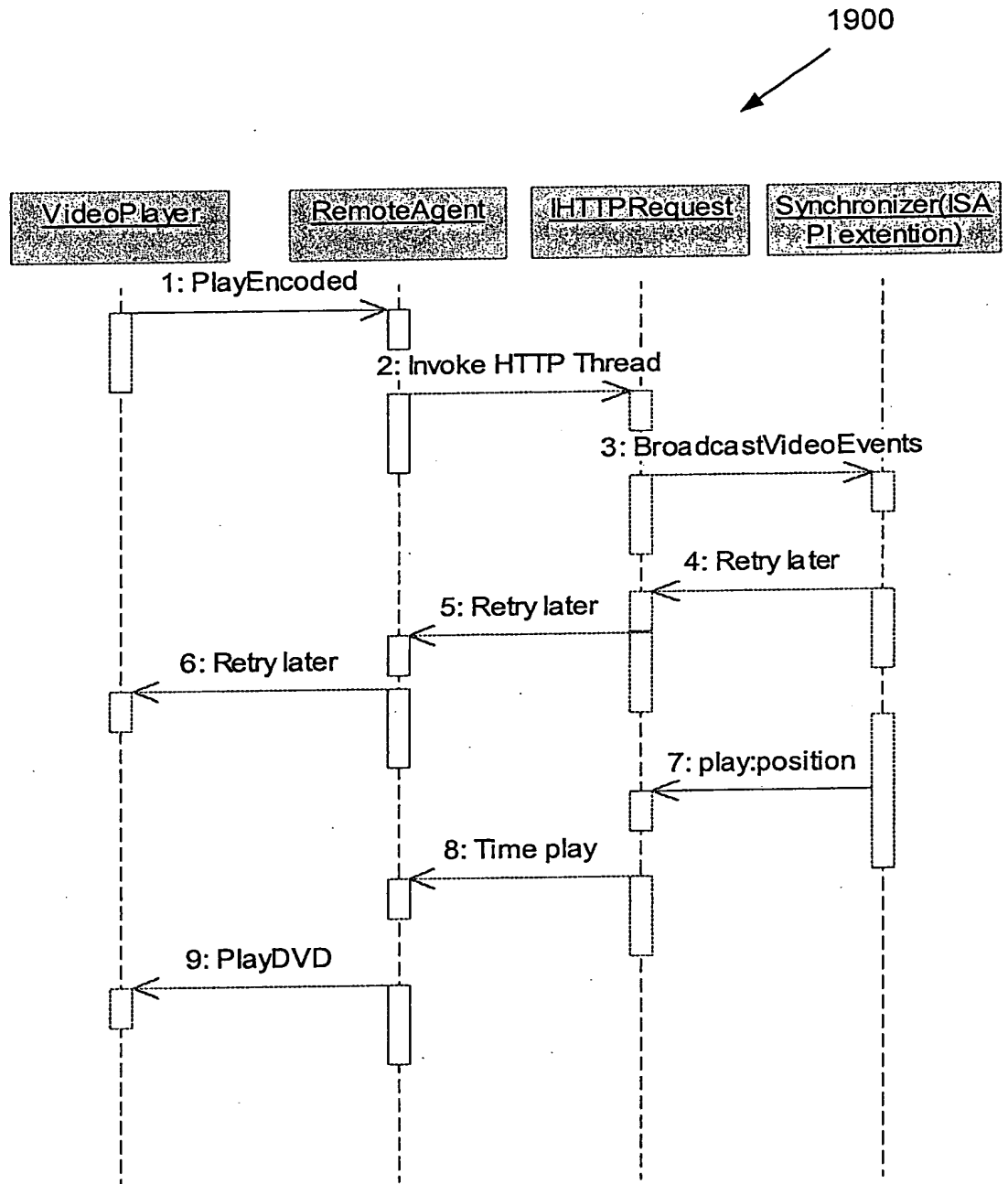


Figure 19